IN THE CLAIMS:

The following is a complete set of the claims, and replaces all earlier claims

sets and versions thereof.

Claims 1-88 (canceled)

89.   (Currently Amended): A method of providing active user feedback

in a graphic user interface including an adjustable soft control able to change an attribute of

an object over a continuous range of attribute values, said method comprising steps of:

detecting positioning of a pointing device over the soft control, said

positioning designating the soft control;

displaying a window while upon designation of the soft control is

being designated;

displaying a representation of the object in the window; and

animating the displayed representation of the object to mimic an

effect on the attribute of a nominal adjustment of the soft control, said animation being

showing in the window as a training preview which varies the attribute of the displayed

representation fo the object, said preview exemplifying the nature of change in said

attribute that can be expected to arise from adjustment of the soft control.

90.   (Currently Amended): A method according to claim 89, wherein the

varying animating step mimics an effect on the attribute by varying a corresponding varies

the attribute of the displayed representation over a part of the range of attribute values.

91. (Currently Amended): A method according to claim 89, wherein said preview window is superimposed on ~~at least one of a working display area and a control~~ the display area of said graphic user interface.

92. (Currently Amended): A method according to claim 89, wherein the representation of the object is a symbolic object whose shape is adapted to reflect ~~the~~ a change in the value of said attribute corresponding to said nominal adjustment.

93. (Currently Amended): A method according to claim 89, wherein said step of displaying a window~~step~~ is capable of being one of enabled and inhibited.

94. (Currently Amended): A method according to claim 89, wherein:

the method comprises a step of displaying a representation of the adjustable soft control; and:

the ~~showing~~ animating step further comprises showing, in ghost form in the window, ~~the~~ said nominal adjustment of the soft control corresponding to the ~~variation of the attribute~~ animation of the displayed representation ~~of the object shown in the window~~.

95. (previously presented): A method according to claim 89, wherein the preview window can be customized by defining user preferences.

96.   (previously presented): A method according to claim 95, wherein the customization comprises at least one of:

setting a nature of the changes, and

setting a range of the change.

97.   (previously presented): A method according to claim 89, further comprising the step of coupling another soft control to said soft control, wherein the change implementable by the soft control is dependent upon a current setting of the other soft control.

98.   (Currently Amended): A computer readable medium storing a computer program for providing active user feedback in a graphic user interface including an adjustable soft control able to change an attribute of an object over a continuous range of attribute values, said program comprising:

code for detecting positioning of a pointing device over the soft control, said positioning designating the soft control;

code for displaying a window ~~while~~ upon designation of the soft control ~~is being designated~~;

code for displaying a representation of the object in the window; and

code for animating the displayed representation of the object to mimic an effect on the attribute of a nominal adjustment of the soft control, said animation being presented ~~showing~~ in the window as a training preview ~~which varies the attribute of~~

the displayed representation of the object, said preview exemplifying the nature of change in said attribute that can be expected to arise from adjustment of the soft control.

99.   (Currently Amended): A medium according to claim 98, wherein said code for animating mimics an effect on the attribute by varying a corresponding the change of the representation of the object relates to an attribute of the object displayed representation over a part of the range of attribute values.

100.   (Currently Amended): A medium according to claim 98, wherein said preview window is superimposed on at least one of a working display area and a control the display area of said graphic user interface.

101.   (Currently Amended): A medium according to claim 98, wherein the representation of the object is a symbolic object whose shape is adapted to reflect the a change in the value of said attribute corresponding to said nominal adjustment.

102.   (Currently Amended): A medium according to claim 98, wherein the representation of the object is a literal representation of the object whose shape is adapted to reflect the a change in the value of the attribute corresponding to said nominal adjustment.

103.   (Currently Amended): A medium according to claim 98, wherein said step of displaying a window step is capable of being one of enabled and inhibited.

104.   (Currently Amended): A medium according to claim 98, further

comprising:

code for displaying a representation fo the adjustable soft control;

and wherein the code for the ~~showing~~ animating step further comprises:

code for showing, in ghost form in the window, ~~the~~ said nominal

adjustment of the soft control corresponding to the ~~variation fo the attribute~~ animation of

the displayed representation ~~of the object shown in the window~~.

105.   (previously presented): A medium according to claim 98, wherein

the preview window can be customized by defining user preferences.

106.   (previously presented): A medium according to claim 105, wherein

the customization comprises at least one of:

setting a nature of the change; and

setting a range of the change.

107.   (previously presented): A medium according to claim 98, further

comprising the code for a coupling step for coupling another soft control to said soft

control, wherein the change implementable by the soft control is dependent upon a current

setting of the other soft control.

108.   (Currently Amended): An apparatus for providing active user

feedback in a graphic user interface including an adjustable soft control able to change an

attribute of an object over a continuous range of attribute values, said apparatus

comprising:

~~means~~ screen counter detection controller for controlling detecting

positioning of a pointing device over the soft control, said positioning designating the soft

control;

~~means~~ window display controller for controlling displaying a

window ~~while~~ upon designation of the soft control ~~is being designated~~;

~~means~~ object representation display controller for controlling

displaying a representation of the object in the window; and

~~means~~ display animation controller for controlling animating the

displayed representation of the object to mimic an effect on the attribute of a nominal

adjustment of the soft control, said animation being presented ~~showing~~ in the window as a

training preview ~~which varies the attribute of the displayed representation fo the object,~~

~~said preview~~ exemplifying the name of change in said attribute that can be expected to

arise from adjustment of the soft control.

109. and 110. (canceled).

111.   (new): A method according to claim 89, comprising the further

steps of:

adjusting the soft control in a continuous temporal manner; and

animating the displayed representation of the object in response to

the detecting step, said animation being presented in the window as a preview

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exemplifying the effect of change in said attribute that can be expected to arise from said adjusting of the soft control.

112.   (new): A method according to claim 111, comprising the further steps of:

releasing the designation of the soft control; and

changing a display of the actual object in a display area of the graphical user interface in response to the releasing of the soft control.

113.   (new): A computer readable medium according to claim 98, further comprising:

code for adjusting the soft control in a continuous temporal manner; and

code for animating the displayed representation of the object in response to the adjusting step, said animation being presented in the window as a preview exemplifying the effect of change in said attribute that can be expected to arise from said adjusting of the soft control.

114.   (new): A computer readable medium according to claim 113, further comprising:

code for releasing the designation of the soft control; and

code for changing a display of the actual object in a display area of the graphical user interface in response to the releasing of the soft control.

115.   (new): An apparatus according to claim 108, further comprising:

designating release controller for controlling releasing the

designation fo the soft control; and

object display controller for controlling changing a display of the

actual object in a display area of the graphical user interface in response to the releasing of

the soft control.